

Ishim

Ishim are relatively small and bland when compared to other angels. They are small, between three and four feet in height, with human looking skin and hair. Only their wings and shining white eyes reveal them as divine, and they can hide these features with their magic, making them look identical to a young human. In addition, unlike higher angels, Ishim can appear as either male or female.

The Ishim are members of the lower caste of the angelic hosts of the gods. They are akin to Devas, in that they act as servants and agents to the gods in the material plane. However, while Devas are deployed to temples and castles to guide or lead on a grand scale, it is the role of the Ishim to react to the pleas and prayers of the common man, to help the faithful and the needy, and to punish the wicked and the sinful. When a beggar prays for aid and salvation, it is the Ishim who appear to offer clean water, healthy food, and hope. And when a lord grows greedy and malicious, it is the Ishim who dry his wells, poison his food, destroy his crops, and slay his herds in the dead of night. They are the unseen will of the gods, and in that, they have power.

When the Angelic Hosts descend to do battle with the forces of evil, flocks of Ishim form the vanguard, acting as scouts for both celestial and mortal armies, harassing the enemy's armies, slaying their scouts and raiders, and performing brutal flanking actions during pitched battles. Many a tyrant has fallen, their armies crushed and their heads rolling, due bows of the humble Ishim.

Ishim

Small Celestial, Lawful Good

AC: 14 (Natural Armor)

HP: 60 (10d6+20)

Speed: 25 ft, Fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	16 (+3)	14 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving Throws: Wis +5, Cha +5

Skills: Stealth +5, Insight + 5, Perception +5

Damage Resistances: Radiant

Condition Immunities: Charmed, Exhaustion, Frightened.

Senses: Darkvision 90 ft, Passive Perception 15

Languages: All, Telepathy 60 ft.

Challenge: 4 (1100)

Angelic Weapons: The Ishim's Weapon attacks are Magical. When the Ishim hits with any weapon, the weapon does an additional 2d8 radiant damage (Included in the attack).

Innate Spellcasting: The Ishim's spellcasting ability is its Charisma (DC 14). The Ishim can cast the following spells, requiring only verbal components.

At will: *Detect evil and good, Thaumaturgy*

1/day: *Create/destroy water, purify food and drink.*

Magic Resistance: The Ishim has advantage on saving throws against spells and other magical effects.

Hide Angelic Form: The Ishim can retract its wings and put out the glow of its eyes at will. When it does this, it looks exactly like a 14/15 year-old human.

Hide Weapons: The Ishim can summon and store their weapons in an extradimensional space at will. When they summon their weapons, they appear ready in the hands of the angel.

Actions

Multiattack. The Ishim can make 2 Longbow attacks.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft, one target, 7 (1d8+3) piercing damage and 9 (2d8) radiant damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, 5 ft reach, one target, 6 (1d6+3) piercing damage and 9 (2d8) radiant damage.

Healing Touch (1/day). The Ishim touches another creature. The target magically regains 10 (2d8+1) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Invisibility. The Ishim turns magically invisible until it attacks or concentration ends. Any equipment it was carrying or wearing becomes invisible with it.

Elohim

The Elohim are the strongest of the lower caste of angels. They are similar in size to humans, with pale blue skin and silver hair. Like the Ishim, they can appear to be either male or female. They are the footsoldiers of the gods, the Legion that marches when the forces of evil grow too strong for mortals to handle alone.

Elohim are rarely seen on the material plane, as they are unable to hide themselves from mortals, and so only venture forth to combat threats directly. They are akin to Planetars in their role as weapons of the gods, and indeed Planetars often lead small groups of their smaller cousins into battle against the forces of evil. They will descend from the heavens in a beam of light and a hail of crackling javelins, before smashing shield-first into the ranks of the foe and cleaving them apart, their blades shining with blinding light, burning with holy fire, or seething with immortal wrath.

When the Angelic hosts descend upon the material realms, it is the Elohim that form the bulk of Heaven's armies. While Ishim scout and harass, Devas unite and lead mortals into the fray, and Solars hunt and slay the mightiest of the enemies monsters and champions, it is the Elohim who lead the charge against the hordes of darkness. Battalions of Elohim, each lead by a Planetar, soar into combat, slashing and burning all before them, cleansing the world of evil by blade and shield.

Elohim

Medium Celestial, Lawful Good

AC: 15 (Natural Armor+Shield)

HP: 180 (24d8+72)

Speed: 30 ft, Fly 75 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	16 (+3)	16 (+3)	18 (+4)	18 (+4)

Saving Throws: Con +6, Wis +7, Cha +7

Skills: Insight +7, Perception +7

Damage Resistances: Radiant.

Condition Immunities: Charmed, Exhaustion, Frightened.

Senses: Darkvision 90 ft, Passive Perception 17

Languages: All, Telepathy 120 ft.

Challenge: 8 (3900)

Angelic Weapons: The Elohim's Weapon attacks are Magical. When the Elohim hits with any weapon, the weapon does an additional 3d8 radiant damage (Included in the attack).

Innate Spellcasting: The Elohim's spellcasting ability is its Charisma (DC 16). The Elohim can cast the following spells, requiring only verbal components.

At will: *Detect evil and good*

2/day each: *Searing Smite*, *Wrathful Smite*

1/day each: *Blinding Smite*, *Shield of Faith*

Magic Resistance: The Elohim has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Elohim can make 2 attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, 5 ft reach, one target, 8 (1d8+4) slashing damage and 13 (3d8) radiant damage.

Lightningstrike Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft, one target, 4 (1d6+1) piercing damage plus 3 (1d6) lightning damage plus 13 (3d8) radiant damage.

Healing Touch (2/day). The Elohim touches another creature. The target magically regains 15 (3d8+2) hit points and is freed from any curse, disease, poison, blindness, or deafness.